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### 1 [Collaboration transparency in the DISCIPLE framework](#)

Wen Li, Weicong Wang, Ivan Marsic

 November 1999 **Proceedings of the international ACM SIGGROUP conference on Supporting group work**
**Publisher:** ACM Press

 Full text available: [pdf\(2.04 MB\)](#)

 Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Sharing single-user software applications is a major goal of synchronous groupware particularly because the majority of applications continues to be developed for single users. We present a mechanism for sharing collaboration-transparent single-user applications in our DISCIPLE collaboration framework. DISCIPLE is the equivalent of a Web browser that allows sharing applets (Java components, both transparent and aware of collaboration). It allows users with no programming background to quick ...

**Keywords:** CSCW frameworks, JavaBeans, collaboration-transparent applications, synchronous groupware

### 2 [MOCA: a service framework for mobile computing devices](#)

James Beck, Alain Gefflaut, Nayeem Islam

 August 1999 **Proceedings of the 1st ACM international workshop on Data engineering for wireless and mobile access**
**Publisher:** ACM Press

 Full text available: [pdf\(911.37 KB\)](#)

 Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

**Keywords:** Java, component software, mobile device, service discovery, service framework

**3** A structured TCP in standard ML

Edoardo Biagioni

October 1994 **ACM SIGCOMM Computer Communication Review , Proceedings of the conference on Communications architectures, protocols and applications SIGCOMM '94**, Volume 24 Issue 4

**Publisher:** ACM Press

Full text available: pdf(1.03 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper describes the design of an implementation of the Transmission Control Protocol using an extension of the Standard ML (SML) language. SML supports higher-order functions, modularity, and type-safe module composition. We find that by using SML we can achieve good structure and good performance simultaneously. Good structure includes a modular decomposition of the protocol stack and of the TCP implementation, a control structure that imposes a total ordering on all events and processes ...

**4** The virtual reality modeling language and Java

Don Brutzman

June 1998 **Communications of the ACM**, Volume 41 Issue 6

**Publisher:** ACM Press

Full text available: pdf(763.87 KB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)**5** Ada-Java communication in ADEPT

Anthony Gargaro

November 1997 **Proceedings of the conference on TRI-Ada '97**

**Publisher:** ACM Press

Full text available: pdf(2.12 MB)

Additional Information: [full citation](#), [references](#), [index terms](#)**6** An extensible probe architecture for network protocol performance measurement

G. Robert Malan, Farnam Jahanian

October 1998 **ACM SIGCOMM Computer Communication Review , Proceedings of the ACM SIGCOMM '98 conference on Applications, technologies, architectures, and protocols for computer communication SIGCOMM '98**, Volume 28 Issue 4

**Publisher:** ACM Press


Full text available: pdf(1.83 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper describes the architecture and implementation of Windmill, a passive network protocol performance measurement tool. Windmill enables experimenters to measure a broad range of protocol performance metrics by both reconstructing application-level network protocols and exposing the underlying protocol layers' events. Windmill is split into three functional components: a dynamically compiled Windmill Protocol Filter (WPF), a set of abstract protocol modules, and an extensible experiment engine ...

**Keywords:** online analysis, packet filter, passive measurement, protocol performance

7 Herbal-T, enabling integration, interoperability, and reusability of Internet components

 Israel Hilerio, Weidong Chen

March 1999 **ACM SIGSOFT Software Engineering Notes , Proceedings of the international joint conference on Work activities coordination and collaboration WACC '99**, Volume 24 Issue 2


**Publisher:** ACM Press

Full text available:  pdf(1.57 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Herbal-T introduces an architecture where Internet component integration, interoperability, and component instantiation are the base for information flow coordination. This architecture introduces a framework for combining object functionality across the Internet to create new Internet applications. These new applications are defined in terms of active relationships. The concept of active relations as found in active databases is extended to define a new paradigm for creating Internet applicatio ...


**Keywords:** Herbal-T, Internet components, active relations, distributed relations, integration

8 Implementation of a portable software DSM in Java

 Yukihiro Sohda, Hidemoto Nakada, Satoshi Matsuoka


June 2001 **Proceedings of the 2001 joint ACM-ISCOPE conference on Java Grande**

**Publisher:** ACM Press

Full text available:  pdf(896.77 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)


Rapid commoditization of advanced hardware and progress of networking technology is now making wide area high-performance computing a.k.a. the 'Grid' Computing a reality. Since a Grid will consist of vastly heterogeneous sets of compute nodes, especially commodity clusters, some have articulated the use of Java as a suitable technology to satisfy portability across different machines. Since Java's natural model parallelism is shared memory multithreading, one will have to support distributed ...

9 StratOSphere: mobile processing of distributed objects in Java


 Daniel Wu, Divyakant Agrawal, Amr El Abbadi

October 1998 **Proceedings of the 4th annual ACM/IEEE international conference on Mobile computing and networking**

**Publisher:** ACM Press


Full text available:  pdf(1.38 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

10 Component framework infrastructure for virtual environments

 Manuel Oliveira, Jon Crowcroft, Mel Slater

September 2000 **Proceedings of the third international conference on Collaborative virtual environments**


**Publisher:** ACM Press

Full text available:  pdf(1.14 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)


Virtual Environments (VE) present a complex problem with interesting non-trivial challenges for system development, in particular when the VE is distributed and shared amongst multiple participants. Most problems are common to any VE system, however the development effort is replicated because current systems are neither evolutionary nor allow integration of code across different systems. This paper presents the Java Adaptive Dynamic Environment (JADE), which consists of a light- ...

**Keywords:** components, framework, java, virtual environments, virtual reality, vrtp

#### 11 Formal design constraints


 Nils Klarlund, Jari Koistinen, Michael I. Schwartzbach  
October 1996 **ACM SIGPLAN Notices , Proceedings of the 11th ACM SIGPLAN conference on Object-oriented programming, systems, languages, and applications OOPSLA '96**, Volume 31 Issue 10

**Publisher:** ACM Press


Full text available:  pdf(1.50 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Large software systems are often built on system platforms that support or enforce specific characteristics of the source code or actual design. These characteristics are either captured informally in design guideline documents or in specialized design and implementation languages. In our view, both approaches are unsatisfactory. Informal descriptions do not allow automated analysis and lead to vague constraint descriptions. The language-based approach leads to different languages for different p ...


#### 12 Information agents for automated browsing

 Chanda Dharap, Martin Freeman  
November 1996 **Proceedings of the fifth international conference on Information and knowledge management**


**Publisher:** ACM Press

Full text available:  pdf(1.12 MB) Additional Information: [full citation](#), [references](#), [index terms](#)

#### 13 Research contributions: Acquiring conceptual data modeling skills: the effect of cooperative learning and self-efficacy on learning outcomes

 Sherry D. Ryan, Bijoy Bordoloi, David A. Harrison  
September 2000 **ACM SIGMIS Database**, Volume 31 Issue 4


**Publisher:** ACM Press

Full text available:  pdf(1.47 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)


Conceptual data modeling has been defined as a complex task for designers. This study draws from educational and psychological research in examining the training of novices in conceptual data modeling. Specifically, an experiment was conducted to determine the effects of self-efficacy and cooperative, team-based participation on complex data modeling skills. Subjects in the cooperative learning treatment did not perform significantly better on a conceptual data modeling task than those assigned ...

**Keywords:** cooperative learning, data modeling, database design, self-efficacy, skill acquisition


**14** The Flux OSKit: a substrate for kernel and language research

 Bryan Ford, Godmar Back, Greg Benson, Jay Lepreau, Albert Lin, Olin Shivers  
October 1997 **ACM SIGOPS Operating Systems Review , Proceedings of the sixteenth ACM symposium on Operating systems principles SOSP '97**, Volume 31 Issue 5


**Publisher:** ACM Press

Full text available:  [pdf\(2.47 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)


**15** Interception in the Aroma system

 N. Narasimhan, L. E. Moser, P. M. Melliar-Smith  
June 2000 **Proceedings of the ACM 2000 conference on Java Grande**


**Publisher:** ACM Press

Full text available:  [pdf\(1.06 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

**16** Components for distributed virtual environments

 Manuel Oliveira, Jon Crowcroft, Don Brutzman, Mel Slater  
December 1999 **Proceedings of the ACM symposium on Virtual reality software and technology**


**Publisher:** ACM Press

Full text available:  [pdf\(293.80 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)


The majority of existing systems supporting Large Scale Virtual Environments (LSVE) are based on monolithic architectures, making maintenance, reusability and extensibility difficult at best. An overview of the Java Adaptive Dynamic Environment (JADE) is presented as an alternative to the traditional approach for developing a core infrastructure for VE systems. JADE consists of a light-weight cross-platform kernel with inherent capabilities for dynamic extensibility in run-time. Although th ...

**Keywords:** components, framework, virtual environments, virtual reality

**17** Consistency in replicated continuous interactive media

 Martin Mauve  
December 2000 **Proceedings of the 2000 ACM conference on Computer supported cooperative work**

**Publisher:** ACM Press

Full text available:  [pdf\(63.04 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

In this paper we investigate how consistency can be ensured for replicated continuous interactive media, i.e., replicated media which change their state in reaction to user initiated operations as well as because of the passing of time. Typical examples for this media class are networked

computer games and distributed VR applications. Existing approaches to reach consistency for replicated discrete interactive media are briefly outlined and it is shown that these fail in the continuous domain ....


**Keywords:** consistency, replicated continuous interactive media

**18** Modeling methodology: Distributed supply chain simulation in GRIDS

Rajeev Sudra, Simon J. E. Taylor, Tharumasegaram Janahan

December 2000 **Proceedings of the 32nd conference on Winter simulation**

**Publisher:** Society for Computer Simulation International


Full text available:  [pdf\(206.55](#)

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Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)


Amongst the majority of work done in Supply Chain Simulation, papers have emerged that examine the area of model distribution. The executions of simulations on distributed hosts as a coupled model require both coordination and facilitating infrastructure. A distributed environment, the Generic Runtime Infrastructure for Distributed Simulation (GRIDS) is suggested to provide the bonding requirements for such a model. The advantages of transparently connecting the distributed components of a supply chain simulation are discussed.

**19** Session summaries from the 17th symposium on operating systems principle (SOSP'99)

 Jay Lepreau, Eric Eide

April 2000 **ACM SIGOPS Operating Systems Review**, Volume 34 Issue 2

**Publisher:** ACM Press

Full text available:  [pdf\(3.15](#)

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Additional Information: [full citation](#), [index terms](#)

**20** A scalable, robust network for parallel computing

 Peter Cappello, Dimitros Mourtoukos

June 2001 **Proceedings of the 2001 joint ACM-ISCOPE conference on Java Grande**

**Publisher:** ACM Press

Full text available:  [pdf\(822.74](#)

[KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

CX, a network-based computational exchange, is presented. The system's design integrates variations of ideas from other researchers, such as work stealing, non-blocking tasks, eager scheduling, and space-based coordination. The object-oriented API is simple, compact, and cleanly separates application logic from the logic that supports interprocess communication and fault tolerance. Computations, of course, run to completion in the presence of computational hosts that join and leave the ongoing ...

**Keywords:** Java, network computing, parallel processing, robust, scalable

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**IEEE JNL** IEEE Journal or Magazine

**IEE JNL** IEE Journal or Magazine

**IEEE CNF** IEEE Conference Proceeding

**IEE CNF** IEE Conference Proceeding

**IEEE STD** IEEE Standard

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W Wang, B Dorohonceanu, I Marsic

... The user then initially only needs the system **class loader**. ... in a user's Java components and replicating the state changes in all the **peer** users' Java ...[Cited by 20](#) - [Web Search](#)Reflective remote method invocation - group of 5 »GK Thiruvathukal, LS Thomas, AT Korczynski - Concurrency - Practice and Experience, 1998 - [doi.wiley.com](http://doi.wiley.com)... It is designed to support **peer-to-peer** remote procedure calls between ... The use of a network **class loader** also offers significant deployment advantages in a large ...[Cited by 29](#) - [Web Search](#)Java Class Broker-A Seamless Bridge from Local to Distributed Programming - group of 2 »Z Rosberg - Journal of Parallel and Distributed Computing, 2000 - [cse.bgu.ac.il](http://cse.bgu.ac.il)... The proposed framework converts any Java-enabled host into a Java **peer**, which can ...A JVM has a system **class loader** which loads classes and resources from the ...[Cited by 2](#) - [Web Search](#) - [BL Direct](#)GENERAL TOPICS

N Magazine - Energy, 2001 - doi.ieeecomputersociety.org

... The authors present a **class loader** that lets you load classes ... still effectively implement or simulate a **class**-based environment. ... Face-to-Face with **Peer-to-Peer** ...  
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... hierarchical manner. As in the case of PNNI, a large-scale network can be divided into **peer** groups, each managed by a physical MBA. Logical ...

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Y Sheng-De Wang Lin - Parallel and Distributed Systems, 2001. ICPADS 2001. ..., 2001 - ieeexplore.ieee.org

... embedded environments. We've also implemented a **class loader** that is capable of loading the Jato files into a regular JVM. Using this ...

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S34	1	(load\$3 or build\$3 or link\$3) and (class near5 ( dirty adj bit) )	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2004/09/13 13:59
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S36	2261	(load\$3 or build\$3 or link\$3) and (class near5 ( flag or bit or ( dirty adj bit) ) )	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2004/09/13 14:03
S37	159	(load\$3 or build\$3 or link\$3) and (class near5 ( flag or bit or ( dirty adj bit) ) ) and (virtual adj machine)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2004/09/13 14:03
S38	13	(load\$3 or build\$3 or link\$3) and (class near5 ( flag or bit or ( dirty adj bit) ) ) same (virtual adj machine)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2004/09/13 14:04



S39	21	(dirty adj bit) and (class near5 (modif\$3 or alter\$3 or chang\$3 or replac\$4 or new\$2) )	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2004/09/13 14:11
S40	54	class near3 (load\$3 near3 hierarch\$6 )	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2004/09/13 16:47
S41	27371	java "1.2" and sun.as.	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2004/09/13 15:57
S42	46	class near3 (load\$3 near3 (parent or child or peer) )	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2004/09/13 16:48
S44	2	"20040015936"	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/05/05 11:53
S45	0	"20040015936" and (lazy or "as needed" )	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/05/05 11:29
S46	40	(list\$3 near3 loader) and (dirty or flag\$4 or alter\$5 or chang\$3 or modified or modify or modification) and (lazy or defer\$3 or deference or delay\$3)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/05/05 11:55
S47	22	(list\$3 near3 loader) and (dirty or flag\$4 or alter\$5 or chang\$3 or modified or modify or modification) and (lazy or defer\$3 or deference or delay\$3) and flag	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/05/05 11:55
S48	9	("5815661"   "5893118"   "5966542"   "6112025"   "6154742"   "6292827"   "6330006"   "6381737"   "6493870").PN. OR ("6748396"). URPN.	US-PGPUB; USPAT; USOCR	OR	OFF	2005/05/05 12:13
S49	147	(lazy near3 load\$3) not microsoft. as.	US-PGPUB; USPAT; USOCR	OR	OFF	2005/05/05 12:13



S50	125	(lazy near3 load\$3) not microsoft. as. and (dirty or flag\$4 or alter\$5 or chang\$3 or modified or modify or modification)	US-PGPUB; USPAT; USOCR	OR	OFF	2005/05/05 12:16
S51	126	(lazy near3 load\$3) not (ibm or (internation and business) ).as. and (dirty or flag\$4 or alter\$5 or chang\$3 or modified or modify or modification)	US-PGPUB; USPAT; USOCR	OR	OFF	2005/05/05 12:17
S52	119	(lazy near3 load\$3) not (ibm or (international and business) ).as. and (dirty or flag\$4 or alter\$5 or chang\$3 or modified or modify or modification)	US-PGPUB; USPAT; USOCR	OR	OFF	2005/05/05 12:17
S53	99	717/166.ccls.	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/11/07 13:46
S54	3	717/166.ccls. and ( (generat\$3 or creat\$3 or form\$3 ) near2 list\$3 ) same (modify or modification or modify\$3 or edit\$3 or chang\$3 or replac\$4 )	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/11/07 13:43
S55	12	717/166.ccls. and (defer\$4 or postpone or delay\$3)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/11/07 13:44